GAMER

GAMING
RETRO
TECH
NEWS

15th-April-2023

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Introduction

Welcome to this new online magazine which Will cover Gaming, Gaming Reviews,Retro Section, Tech News , Streamer info insights And all things Social media.

This Issue will cover the following

Tech and Gaming News.

History of First Person Shooters

Retro Film Reviews

Priest 2011

Legion 2010

Review Unreal Tournament 3

Video game Quiz - Just For Fun.

Word Search -Just For Fun.

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Tech News

Tron: Ares Moves Forward at Disney with Jared Leto,

Tron: Ares would be the first Tron film since 2010's Tron Legacy.Tron: Ares, the third film in the Tron franchise following 2010's Tron: Legacy, is set to move forward at Disney with Jared Leto as its star. Ares is currently planning to start production in August 2023 in Vancouver, and the film's crew is currently being assembled. No deals are complete yet,

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Tech News

third Tron film has been in the works for some time, and was said to have Garrett Hedlund and Olivia Wilde return as Sam Flynn and Quorra, respectively, before it was canceled in 2015. It was also said that Disney was interested in Leto at the time.In 2017, a Tron reboot starring Leto was said to be in development

While it may take some time for Tron: Ares to make it to theaters.

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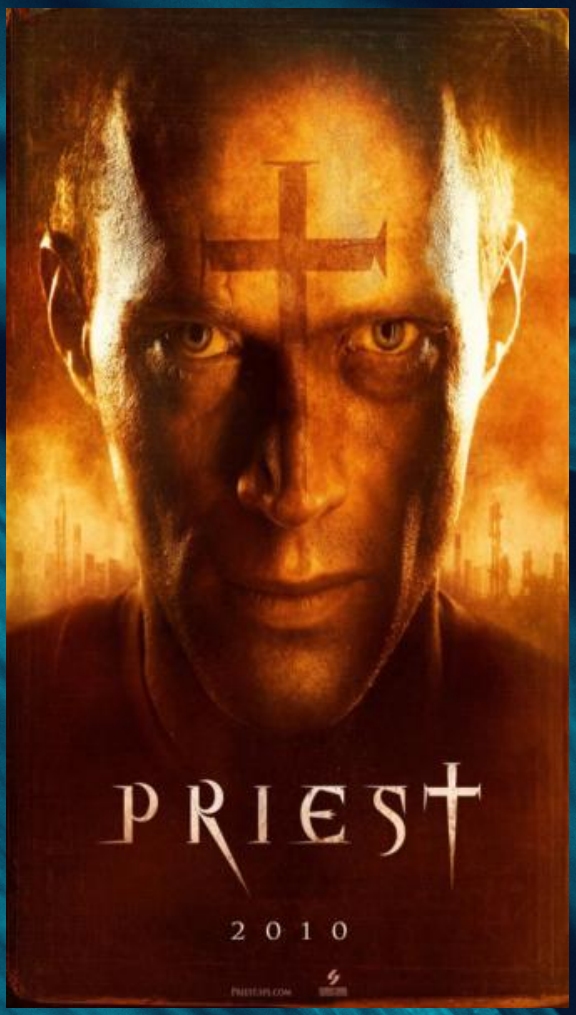
Tech News

NETFLIX'S ASSASSIN'S CREED SERIES SOUNDS LIKE IT'S IN TROUBLE

Assassin's Creed has a lot of big promises to keep, and some fans are unsure that they'll be able to see them all through.Last year saw a conference from Ubisoft reveal a wealth of new Assassin's Creed projects - mainline titles, spin-offs, and even a new Netflix series to heal the wound by the Michael Fassbender movie. It wasn't bad by any means, but the film didn't do much to bring the series into the public eye, so there are hopes that the new live-action series will mean that the Animus can come to living rooms across the world.

GAMER *Retro Film Review*

Priest (2011 film)



Priest is a 2011 American action horror film directed by Scott Stewart and stars Paul Bethany as the title character.

It is loosely based on the Korean comic of the same name by Hyung Min-woo. In an alternate universe, humanity and vampires have warred for centuries.

A centuries-long war between humans and vampires has devastated the planet's surface and led to a theocracy under an organization called The Church. Despite the vampires' vulnerability to sunlight,and all of mankind's technological advances, the vampires' greater strength and speed made them impossible to defeat until humanity sheltered them in giant walled cities and trained a group of elite warriors, the Priests, which turned the tide.

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GAMER Retro Film Review

Priest (2011 film)

Years later, the majority of the vampires have been killed, while the remainder were placed in reservations.

With the war over, the Clergy disbanded the Priests.Outside the walled cities, some humans seek out a living, free from the totalitarian control of The Church.

The film was released on May 13, 2011. The film earned over $78 million at the box office against a $60 million production budget, but it was panned by critics, who praised the film's visual style and art direction.

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GAMER *Retro Film Review*

Legion (2010 film)

Legion is a 2010 American action horror film directed by Scott Stewart and co-written by Stewart and Peter Schink.

The Archangel Michael falls to Earth in Los Angeles and cuts off his own wings.

After looting a weapons warehouse and stealing a police car,he travels towards the Paradise Falls Diner, near the edge of the Mojave Desert. Meanwhile, Kyle, a single father driving to Los Angeles, stops at the diner. A gigantic swarm of flies surrounds the diner and isolates its patrons from the outside world,thwarting their attempt to transport Howard to the hospital.

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Legion (2010 film)

Michael arrives and arms the patrons as the entire sky turns black. Hundreds of cars approach, filled with possessed people who begin to attack the diner.

Later, Michael explains that God has lost faith in mankind and has sent his angels to destroy the human race.

He also reveals that Charlie's baby must stay alive, as it is destined to be the savior of mankind; Michael disobeyed God's order to kill Charlie's baby, as he still has faith in humanity.

GAMER Review

Unreal Tournament 3

Unreal Tournament 3 (UT3) is a first-person arena shooter video game developed by Epic Games and published by Midway Games. Part of the Unreal franchise, it is the fourth game in the Unreal Tournament series, and the eighth game overall; its name is in reflection of the game being the first in the franchise to use Unreal Engine 3. It was released on November 19, 2007, for Microsoft Windows, December 11 for the PlayStation 3, and on July 3, 2008, for the Xbox 360. OS X and Linux ports were planned, but they were eventually canceled. A free-to-play version, entitled Unreal Tournament 3 X, would be self-published by Epic Games, and will be released in 2023.

Similar to its predecessors, Unreal Tournament 3 is primarily an online multiplayer title. There are eight modes, including Death match, Capture the Flag, as well as modes like Duel, Warfare Betrayal and Greed.

GAMER Review

Unreal Tournament 3

In vehicle maps, the player is equipped with a hover board, which allows players to quickly traverse large maps and grapple onto other teammates' vehicles. The game's single-player campaign does not follow a plot based around the eponymous tournament, but rather a Necris attack that occurs on a colony on an unknown planet, releasing armed Kralls, a warlike race of aliens, on the humans. The game received positive reviews from critics, and sold more than 1 million copies worldwide.Game play Similar to the prior entries of the series, the game is primarily an online multiplayer title offering several game modes, including large-scale Warfare, Capture the Flag, and Death match. It also includes an extensive offline multiplayer game with an in-depth story, beginning with a simple tournament ladder and including team members with unique personalities.

GAMER Review

Unreal Tournament 3

The following game modes are included:

Death match

Team Death match

Capture the Flag

Duel – A one versus one game mode. It uses a queuing system: the winner stays, and the loser goes back to the end of the queue. A typical match lasts fifteen minutes with the winner being the player with the most kills.

Warfare – A mix of Onslaught and Assault game modes. While basic game rules are equal to those of Onslaught, Warfare adds countdown nodes (which, after being captured and defended for a certain period of time, create a vehicle or trigger an event helpful to the capturing team) as well as the orb, which can be used to instantly capture and defend nodes.

Vehicle Capture the Flag – Capture the Flag, with vehicles as part of the map; this game mode is distinct from the standard Capture the Flag mode.

Unreal Tournament 3

Also, players are given a hover board rather than a trans locator.

Betrayal – This game type places freelance players on teams, and when the members of each team kill enemies, the pot for that team grows. Anybody on a team with a pot can betray the rest of the team by shooting them, thus taking the pot, but they must defend themselves from the betrayed teammates for 30 seconds after that, or the teammates receive extra points.

Greed – Greed is a game that (like the UT2004 mod of the same name) focuses on collecting skulls dropped from dead players and capturing them in the opposing team's base. For Greed, the game uses all Capture the Flag and Vehicle Capture the Flag maps.

In this installment of Unreal Tournament, the vehicles are split into two factions, the Axon vehicles and Necris vehicles.

GAMER Review

Unreal Tournament 3

The Axon vehicles are the same vehicles from Unreal Tournament 2004, but several have significant game play changes. In addition, on vehicle maps every player is equipped with a personal hover board, a skateboard-like device that allows players to quickly traverse large maps and grapple onto other teammates' vehicles.

The hover board is very vulnerable to attack, and any hit will knock the player off the board and disable him or her for several seconds, leaving the player exposed and vulnerable. The player cannot use any weapons while on the board.

Unreal Tournament 3 is one of the best First person shooters ever made.

GAMER REAPERS RETRO

The history Of First Person Shooters.

Today's complex shooters owe their life to mid 1970s wireframe experiments and a 20-year jostle for supremacy between PCs and consoles.

The core appeal of first-person shooters is simple. Forget their narrative depth, explosive set-pieces and massive budgets. At their core, first-person shooters are, and always have been, about making a simple game play loop – aiming, moving and shooting – feel good. Striking the right balance between precision, feel, feedback and immediate, instinctive strategy is why successful shooters like Halo, Call of Duty and Destiny have resonated with such wide audiences over the last decade. That's really all there is to it, even in complex modern FPS like Titan fall 2, which combine single-player story, puzzles, mechs, balletic on-foot action, extreme agility and RPG-style upgrades.

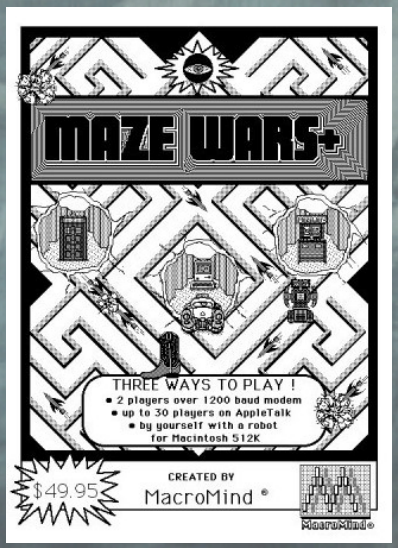
That satisfying immediacy is what has made FPS the go-to genre of modern blockbusters, but just how did we get to where they are today? Well, here's the 43-year history of shooters as we know them, and how a philosophical divide between PC and console gaming – fueled by their respective technical strengths and limitations – led to the cross-platform, multi-featured, FPS games of the right here, right now.

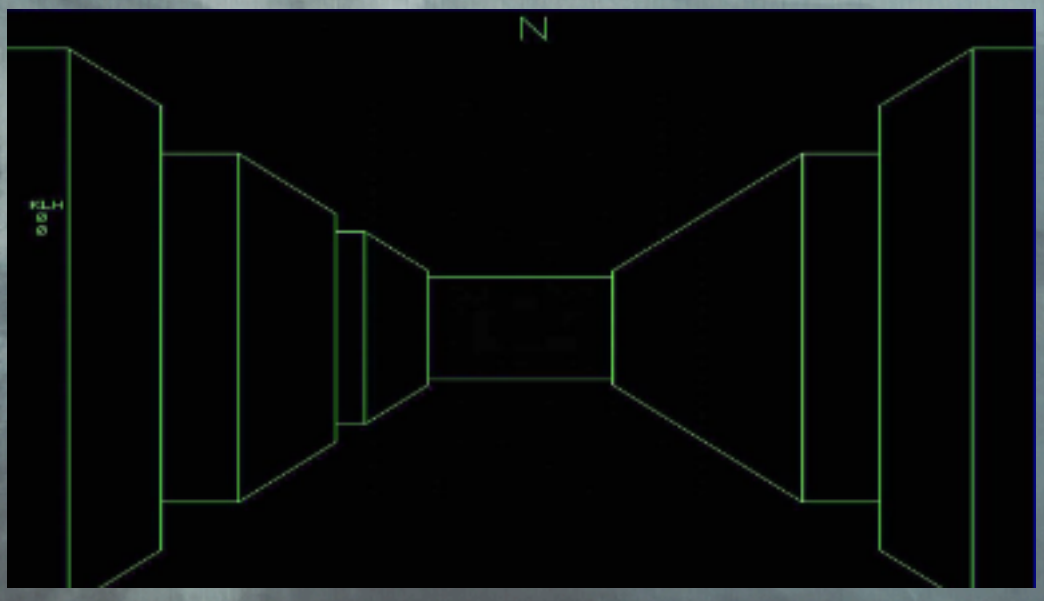
GAMER REAPERS RETRO

The history Of First Person Shooters.

The earliest examples of first-person go back to the beginnings of video games themselves. Around 1974, two early developers - Steve Colley and Jim Bowery - worked on separate titles that were undeniably influential to the future of gaming. First, there was Colley's Maze War, a simple black-and-white puzzle game where players would wander through a maze looking for other avatars, represented by floating eyeballs. When you saw another eyeball, you could shoot it to gain points.

This may sound like brain-dead-level simplicity, but for the early '70s, just about all of these things - the first-person view, the avatars, its in-game level map - were firsts. Around the same time, Bowery debuted Spasim, a space flight simulator also set in a first-person view. Like Maze War, movements were slow and simple, and turns could only be done in 90-degree angles. Unfortunately, neither game was released commercially; instead, they were more like radical projects shown off to select university students.





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The history Of First Person Shooters.

1980s: First-person-shooters become commercialized: Battlezone gives life to the FPS Besides Battlezone, the majority of other '80s shooters just weren't ready for prime time yet. The technology wasn't quite there, especially at home, and developers were still fumbling around with how to best use this relatively unknown genre. There were a few successes with light gun peripherals - like Japanese developer Taito's Operation Wolf - but it wasn't until MIDI Maze released for the Atari ST in 1987 that FPS games took the next step forward.

MIDI Maze (released as Faceball 2000 for the Game Boy in 1991) was a goofy yet charming game, featuring big, yellow, murderous smiley faces as avatars. As far as game play went, MIDI Maze didn't do much different mechanically from other shooters, but it was notable for being the first legitimately robust multiplayer 3D shooter for an accessible home platform. It required a complicated LAN setup, yes, but MIDI Maze gave players the first hint at just how vital multiplayer FPS would eventually become.

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The history Of First Person Shooters.

1992: The eureka moment – Wolfenstein 3D fathers modern shooters

Throughout the late '80s and early '90s, Texas dev Id Software had worked on a handful of first-person shooters that gradually improved with each passing release. Games like Hover tank 3D and Catacomb 3-D saw John Carmack and company experiment with new technological advancements, including fully realized 3D environments. But when id released Wolfenstein 3D for the PC in 1992, it changed first-person shooters forever.

Wolfenstein was a revelation. Environments and character models were impressive for its time, and it ran more smoothly than any 3D shooter that had come before it. Because of this, Id was able to craft a shooter that mixed the first-person perspective - now finally beginning to come into its own - with the ultra-fast pace of many third-person action games in arcades at the time. This effectively popularized the run-and-gun style shooter, making it accessible to all. It popularized many aspects of shooters that are taken for granted nowadays, like health and ammo packs, the ability to freely select from multiple weapons with a variety of different combat purposes, and being able to save your progress at any point. Oh, and it let you kill Hitler. Mecha-Hitler.

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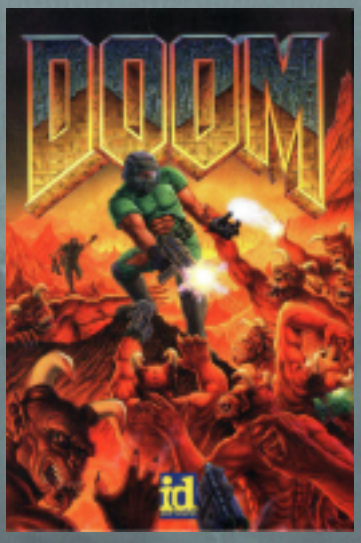
The history Of First Person Shooters.

1993: Doom and the rise of connected co-op and competitive multiplayer

Though Wolfenstein was a huge success, Id cemented its iconic status with the 1993 release of Doom. Simply put, Doom is one of the most important games ever made. It improved upon just about every aspect of Wolfenstein 3D, and established first-person shooters as a genre that would last well into the future.

Doom looked better, played better, blew out level design in every direction, and gave players more things to do than any shooter ever had. Its 3D environments were rich and filled with now-iconic demonic monsters, and its slick, fast, deceptively strategic play vastly improved on Wolfenstein's already-successful run-and-gun game play template. It sported a wide variety of usable weapons, from the chainsaw to the infamous BFG. It also provided users with Doom WADs, which allowed players to create levels and mod the game to their heart's content. Oh, and it also featured cooperative and death match multiplayer, by way of LAN or dial-in connections. To say these non-campaign modes were popular would be an immense understatement, as Doom was the first FPS to successfully foster the kind of massive-scale user base so many shooters still seek today.



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The history Of First Person Shooters.

1995: The market floods with Doom copycats… but Marathon, Duke Nukem and others hold their own.

Every major PC game maker wanted their own Doom, and the vast majority of shooters released after 1993 wanted to be Doom. These clones flooded the market for a good while - in fact for a while, before it was full cemented as a genre in its own right, "Doom clone" was the de facto term for any first-person shooter - but a few classics came out of the sea of copycats. One of the earliest came in 1994, when a little developer named Bungie released the first game in its eventual Marathon trilogy. Focusing around a relatively nuanced sci-fi plot and an expansive multiplayer suite, the Mac-exclusive shooter was a unique hit, and also cemented the conceits that Bungie would later build upon with Halo and Destiny.

The following year brought Star Wars: Dark Forces, which allowed players to look up and down in a fully 3D environment - for the period, a big deal in terms of immersion and environmental design - as well as delivering levels that were more in-depth than was typical at the time. Finally, there was 1993's Duke Nukem 3D, which had... attitude. Its raunchy sense of humor, tight, memorable action, and highly interactive, relatively realistic level settings gave it a true personality that resonated with millions of shooting fans. It even spawned a sequel 15 years later, which was... well, it was. Let's leave it at that.

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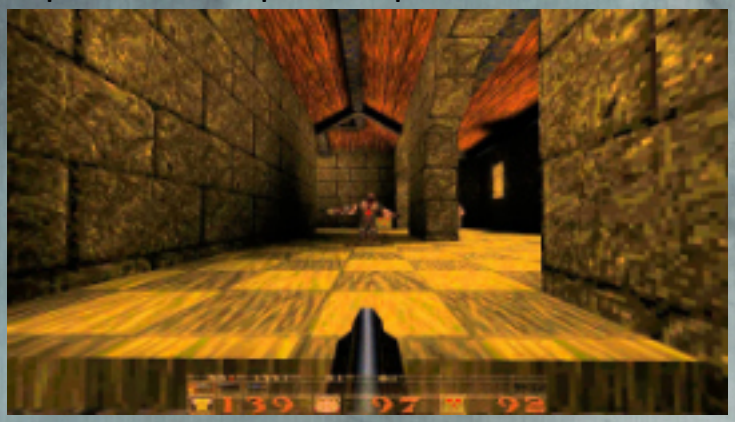
The history Of First Person Shooters.

1996: Quake puts multiplayer at the forefront as Id software lay waste to pretenders

While the likes of Marathon and Duke Nukem 3D were very much high quality titles, FPS fans in the mid-'90s knew that Id was still king of the genre. So when the now-legendary developer's next game, Quake, was released - significantly the first major, polygon-driven FPS available at home, meaning a hitherto unimagined jump forward interns of realism, level design, interactivity, and performance - fans promptly went bananas. Quake had all the impressive, immersive, and immediate aspects of its spiritual predecessors, but this time out there was a staggering step up, technically and in terms of multiplayer, that would inform the shape of FPS ever-more



Quake's single-player mode is great, fast, frantic, brutal, kinetic, and very smart indeed. But, after Doom, Id knew that multiplayer was where the long-term life of shooters resided. Thus, it jumped into the market early with a multitude of death match modes and special multiplayer support features like clans and modding abilities. Quake's progressive, physics-driven nuance rapidly turned up all kinds of hidden quirks and game play tricks, like rocket-jumping and strafe-jumping. Once harnessed by the game's rabid community, fan passion and game versatility combined to turn Quake into one of the first legitimate e Sports.

It still has a giant annual convention/LAN party named after it, Quakecon, where all the biggest reveals from Id and parent-company Bethesda happen. Multiple sequels were later released, with the legendary and still unbeaten Quake 3 Arena focusing on nothing but multiplayer. With spiritual follow-ups Quake Live and the upcoming Quake Champions continuing to carry the MP torch, it's clear that Quake's original blend of immediacy and depth really, really got it right

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The history Of First Person Shooters.

1997: Golden Eye 007 legitimizes console shooters in a cultural crossover that captures a generation.

You've probably noticed that all of the FPS titles we've discussed have been for either arcades or PC. There's a reason for this: console shooters were never really at the forefront of the genre, largely due to the limitations of early controllers vs the almighty keyboard and mouse set-up. That changed in August of 1997, when Rare's Golden Eye 007 took the James Bond license and wrapped it around an impeccably designed, console-optimized FPS.

Released on the Nintendo 64, Golden Eye almost exclusively tapped into a console market that had not yet gotten FPS fever like its PC counterpart. It had excellent level design in single-player, a now-legendary four-player local multiplayer mode, a cast of iconic Bond characters, and an engaging shift away from the run-and-gun action seen in Doom and Wolfenstein, toward more methodical, option-fueled play. Golden Eye moved more slowly and realistically, even putting an emphasis on stealth game play, previously unexplored by the genre's greats to date.

GAMER REAPERS RETRO

The history Of First Person Shooters.

1998: Half-Life takes narrative to a new level as Unreal Tournament cements PC as the home of FPS

Most console developers had a hard time catching up to Rare's platform dominance. Instead, the best shooters of the late '90s still resided on the PC. 1998's Half-Life, for example, was the first game from developer Valve. Deeply cinematic, superbly written and designed, and focused on a solo campaign driven by deep environmental interactivity and staggeringly lifelike, challenging enemy AI, Half-Life effectively did for the craft of single-player FPS what Quake did for multiplayer. Again, new standards were set.

In stark contrast, the following year saw the release of Epic's Unreal Tournament, Id's aforementioned Quake 3 Arena, and the Half-Life mod Counter-Strike - all of which focus on their online components. UT and Quake were hectic and ultra-fast-paced titles that had almost no regard for single-player, and Counter-Strike went from user-made mod to widespread phenomenon thanks to its simple - yet tactical - premise, brutal difficulty, and intensely dedicated player community.

And even aside from the obvious big-hitters, plenty of other wonderful and increasingly diverse PC FPS were released during this period - from Star siege: Tribes, to Tom Clancy's Rainbow Six, to the RPG-tinged System Shock 2 - making the turn of the century a golden age for keyboard and mouse shooting. Truly, the days of the "Doom clone" were well behind us, the genre now matured into a wide, ever-expanding, legitimate, creative ecosystem.

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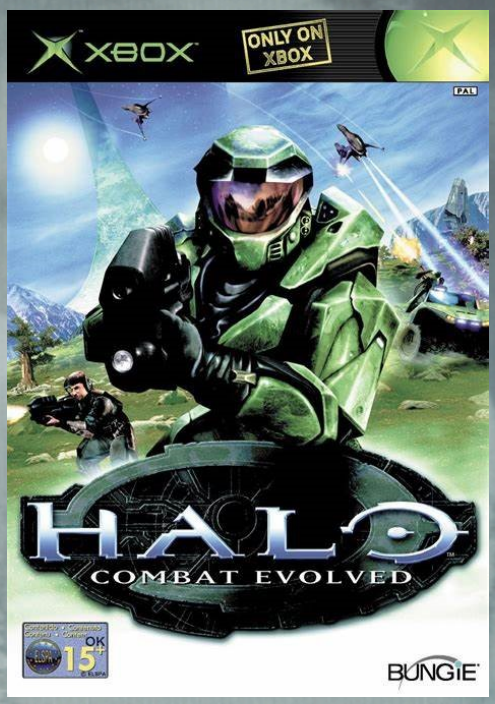
The history Of First Person Shooters.

2001: Halo kick starts console shooters for good and ushers in a new era of complex lore and sequels



The turn of the century also brought a new generation of consoles that were finally capable of running FPS smoothly and effectively. By 2001, there weren't many console shooters - Time Splitters and Perfect Dark aside - that could be considered flagship, high quality titles. Microsoft changed this by buying Bungie and helping transform its next project, a real-time strategy game called Halo, into one of the most influential franchises ever.

Halo essentially did for console shooters what Doom did for the genre on PC. Its strong narrative, free-flowing and cinematic game play, advanced enemy AI - and possibly most importantly, the best, most convincing translation of FPS controls to a twin-stick-controller - all helped Halo to become the ONLY game you needed on Xbox. Future installments, alongside Microsoft's Xbox Live service, would add one of the deepest multiplayer components ever seen on console. In fact, Halo 3 still remains one of the best multiplayer shooters around, over a decade after it was originally released.

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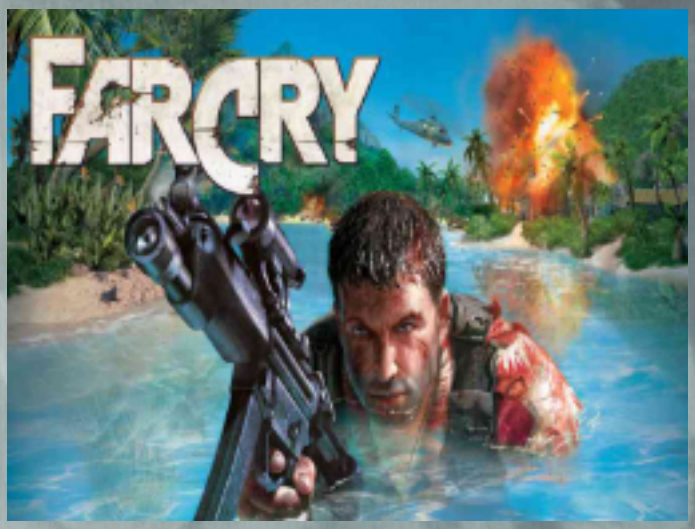
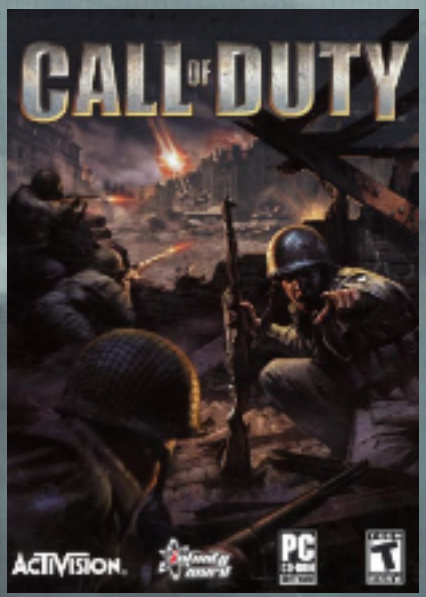
The history Of First Person Shooters.

2002: Console and PC shooters stand side-by-side as Metroid, Far Cry and Battlefield blaze new paths



Like Doom before it, Halo seemed to convince the large majority of developers that making high-quality first-person shooters was the key to future success. The mid-2000s brought a wealth of excellent console shooters to go along with the continued - albeit slightly lessened - stream of great PC ones. These included massive amounts of World War 2 shooters like Battlefield 1942 and Call of Duty, highly anticipated sequels like Doom 3 and Half-Life 2, and new franchises like Far Cry and Planet Side, among many others.

One particularly noteworthy title was 2002's Metroid Prime for the Game cube. It transplanted Samus Aran's side-scrolling puzzle-adventures into a modern FPS framework while still retaining the original games' feel and soul. Perhaps more importantly though, it was one of the first popular FPS games to place a heavy emphasis on adventure game aspects like exploration and platforming rather than just shooting. Series fans and FPS fanatics fell for the game en mass, making it one of the most critically and commercially successful games ever released on the Game Cube.



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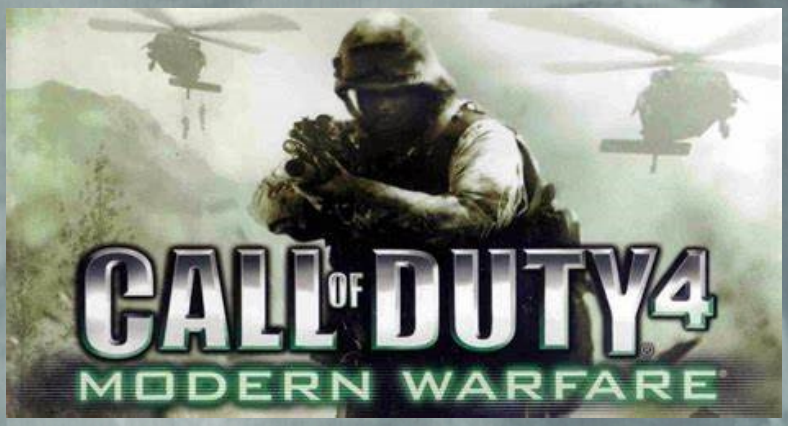
The history Of First Person Shooters.

2007: Call of Duty: Modern Warfare takes on Hollywood to become an entertainment behemoth



In 2007, one game set the standard against which all future FPS would be measured (or at least, all FPS for a very long time): Call of Duty 4: Modern Warfare. While the Call of Duty franchise was popular during its early days - hence the fast expansion of the World War 2 sub-genre - Modern Warfare shook up the landscape by bringing the guns, the settings, and the scenarios bang up to date, and added some truly unforgettable, brilliantly scripted missions to become one of the most rounded, loved shooters (and games) ever created.

It wasn't just the campaign either - Modern Warfare brought some truly innovative online features, like customisable Perks, leveling, and Prestige, kick starting and hooking a loyal and talented fan base that still plays the game today. All of this, combined with its fast, twitch-heavy game play, also made Cod the premium choice for e Sports, and the dominant fixture in the gaming release calendar every year for almost a decade.

CALL OF DUTY 4
MODERN WARFARE

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The history Of First Person Shooters.

Call of Duty: Modern Warfare 2 2009

Call of Duty: Modern Warfare 2 is a first-person shooter game developed by Infinity Ward and published by Activision.

It is the sixth installment in the Call of Duty series and the direct sequel to Call of Duty 4: Modern Warfare, continuing the story line. It was released worldwide on November 10, 2009 for Microsoft Windows, PlayStation 3, and Xbox 360.

The game's campaign follows the Task Force 141, a special forces unit fronted by Captain Soap MacTavish, as they hunt Vladimir Makarov, leader of the Russian Ultra nationalist party, and the United States Army Rangers, who are defending the country from a Russian invasion.

The game's main playable characters are Sergeant Gary "Roach" Sanderson, of the 141, and Private James Ramirez, of the Army Rangers, with Captain MacTavish becoming playable later in the campaign.

An expansive multiplayer mode is featured in the game, with several new features and modes that were not seen in its predecessor.

Modern Warfare 2 received universal acclaim. Within 24 hours of release, the game sold approximately 4.7 million copies in North America and the United Kingdom. As of 2013, the game has sold 22.7 million copies.

Despite the game's success, it was subject to some controversies, with one surrounding a playable level that had the player carry out a terror attack on an airport.

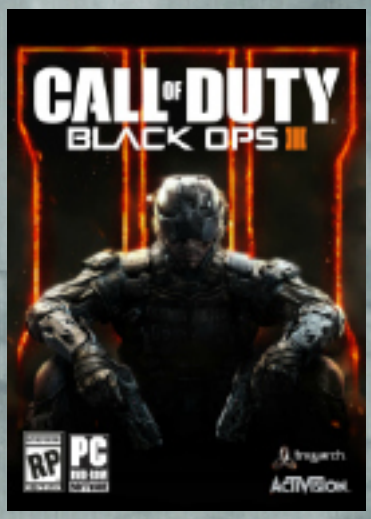
GAMER REAPERS RETRO

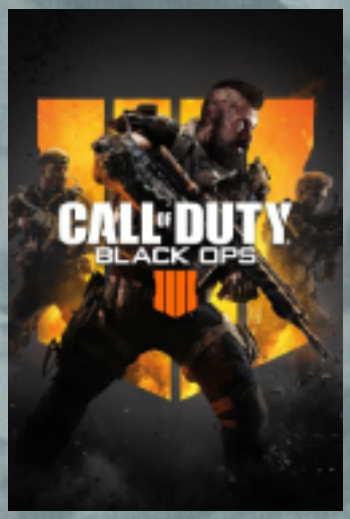
The history Of First Person Shooters.

2009 to Now

following on from these great games like doom, Call of duty and halo we have the new breed of first person shooters which keeps there legacy alive.

Games like Call of duty modern warfare 2019, Call of duty black ops 2 2012, Call of duty black ops 3 2015, Call of duty black ops 4 2018 , Battlefield 3 2011, Battlefield 4 2013 , Battlefield 1 2016, battlefield 5 2018 , Titan fall 1 2014 , Titan fall 2 2016, modern warfare 2 2023 and battlefield 2042.





Summary

So from its humble beginnings in the mid 1970`s The First Person Shooter has become more popular and become more mainstream as more people are playing video games.

So the first Person Shooter has a bright Future in gaming.

It will be interesting to see what new breed of first person shooters will bring us in the future as machines get faster and more powerful.

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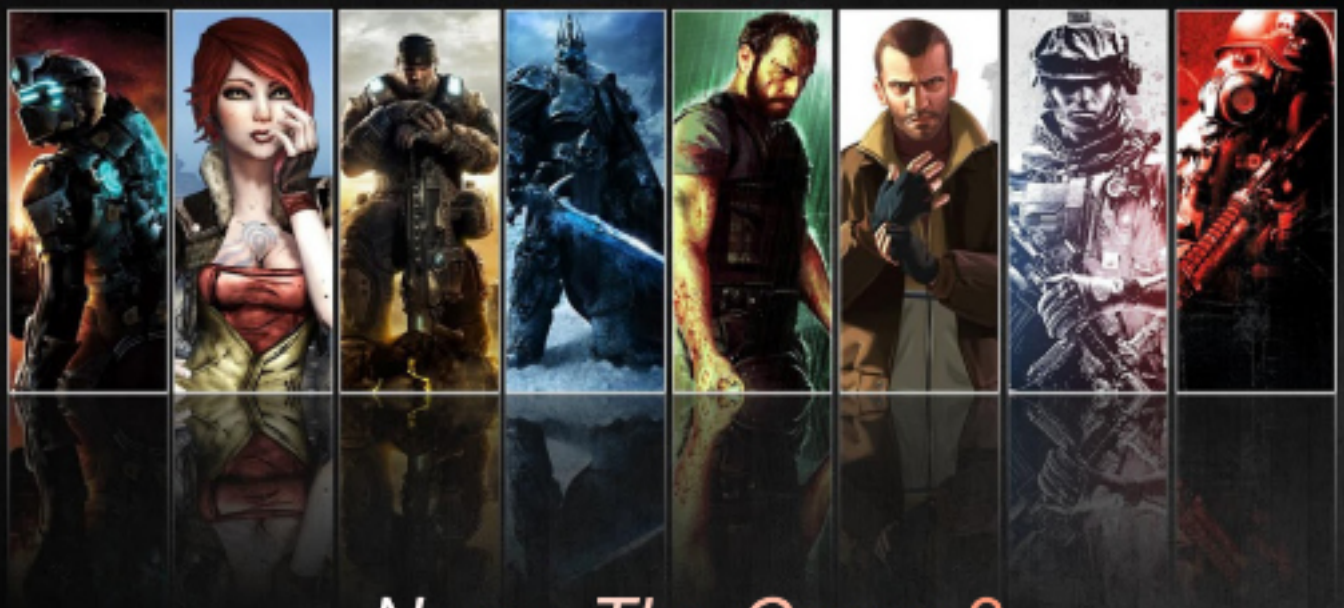
Video Game Quiz



Name The Game ?

Video Game Quiz

Name The Game ?

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Video Game Quiz

Name The Game ?

Answer

Video Game Quiz

Name The Game ?

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Video Game Quiz

Name The Game ?

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Video Game Quiz

Answer

Video Game Quiz

Name The Game ?

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Video Game Quiz

Answer

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1. What is the first video games with more than 100 million copies?

A. Super Mario Bros

B. World of War craft

C. Grand Theft Auto:

2. What is the main colour of Sonic the Hedgehog?

A. Red

B. Green

C. Blue

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1. What is the first video games with more than 100 million copies?

A. Super Mario Bros

B. World of War craft

C. Grand Theft Auto:

Correct Answer: A. Super Mario Bros

2. What is the main colour of Sonic the Hedgehog?

A. Red

B. Green

C. Blue

Correct Answer: C. Blue

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

3. In 1996, which video game was exclusively released for PlayStation and featured a marsupial, a native animal in Australia?

A. Animal Force

B. Crash Bandicoot

C. Birthdays the Beginning

4. Which video game features a futuristic version of football with cars?

A. Stardew Valley

B. Dropzone

C. Rocket League

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

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correct Answer: B. Crash Bandicoot

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Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

5. What do we call a program that can replicate the behavior of a video game console and allow games to operate on a different platform from their original hardware?

A. A controller

B. An emulator

C. A game pad

6. What is the best selling video game console of all time?

A. PlayStation 2

B. Nintendo DS

C. Game Boy

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

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Word Search

Q A D W E E D O O E N K D A O T E A K R
N P N R Q B P Q T P L X G T O N N R N U
R E W O L F E N S T E I N I L Z L K C N
M X Q R O A R T L R O N Q M T R A I T R
H L O T M A F B B A T T L E F I E L D E
L E S H E X E N U R T K Y S U K T L P A
A G Q Y D K C N V A I B D P R L T Z P L
R E D F A C T I O N T N F L S Q S O N T
K N H U L T D O B L A C K I F Z L N D O
G D Q P O I A Y R L N W A T Q A W E T U
R S N A F A R C R Y F L A T H E Q C V R
T R D M H A K E A Q A N V E O E R F R N
K L D O O U D N V N L A U R B O M L N A
U G L O N R B D C D L M R S O C Y L U M
V H E C O U N T E R S T R I K E A X S E
V E A B R M A Y N R Z A M M R X L O H N
A E E T C N M B A O B C G X D A R Z S T
N N D D T A P D Z T A M E H T R C F S S
P N K U E O F G R L T U G O D O G N T R
K A L I E N V S P R E D A T O R G G S Z

ALIENVSPREDATOR APEXLEGENDS BATTLEFIELD BLACK
BORDERLANDS BRINK COUNTERSTRIKE DOOM FARCRY HALO
HEXEN KILLZONE MEDALOFHONOR PERFECTDARK QUAKE
REDFACTION TIMESPLITTERS TITANFALL UNREALTOURNAMENT
WOLFENSTEIN

GAMER

Word Search

ANSWERS SHEET

Q A D W E E D O O E N K D A O T E A K R
N P N R Q B P Q T P L X G T O N N R N U
R E W O L F E N S T E I N I L Z L K C N
M X Q R O A R T L R O N Q M T R A I T R
H L O T M A F B B A T T L E F I E L D E
L E S H E X E N U R T K Y S U K T L P A
A G Q Y D K C N V A I B D P R L T Z P L
R E D F A C T I O N T N F L S Q S O N T
K N H U L T D O B L A C K I F Z L N D O
G D Q P O I A Y R L N W A T Q A W E T U
R S N A F A R C R Y F L A T H E Q C V R
T R D M H A K E A Q A N V E O E R F R N
K L D O O U D N V N L A U R B O M L N A
U G L O N R B D C D L M R S O C Y L U M
V H E C O U N T E R S T R I K E A X S E
V E A B R M A Y N R Z A M M R X L O H N
A E E T C N M B A O B C G X D A R Z S T
N N D D T A P D Z T A M E H T R C F S S
P N K U E O F G R L T U G O D O G N T R
K A L I E N V S P R E D A T O R G G S Z

ALIENVSPREDATOR **APEXLEGENDS** **BATTLEFIELD** **BLACK**

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